

SUGAR BYTE

AMSTRAD CPC · 3" DISC · CASSETTE · 64K

A REVIVE8BIT production · VASPER · © 2026

Ελληνικά: manual.el.md

★ YOUR CPC HAS A SWEET TOOTH ★

Sixty boards. Six candies. One very hungry Amstrad.

Swap two sweets, line up three, and watch the board go **pop**. Line up four and you get a **striped candy** that wipes out a whole row. Make an L and you get a **wrapped candy** that blows up everything around it. Line up five and you get the **colour bomb** — swap it with any candy and every candy of that colour on the board disappears at once.

And this isn't the CPC you know:

- **FULL OVERSCAN.** The picture fills the screen right to the edge of your monitor — no border, no wasted inches. 192 × 248 pixels of pure sugar.
- **IT TALKS.** "Sugar Byte!" "Sweet!" "Delicious!" "Sugar Crush!" — real digitised speech from the CPC's own sound chip. No speech box, no add-ons.
- **RASTER MAGIC.** Two palettes on one screen: the title cycles through every colour of the rainbow while the board keeps all sixteen of its own.
- **SUGAR CRUSH!** Finish a level with moves to spare and every leftover move turns into a striped candy — then they all go off at once.
- **THREE WAYS TO PLAY** — EASY to learn, MEDIUM to sweat, HARD to brag about.
- **SIXTY HAND-MADE LEVELS** — jelly to clear, icing to crack, chocolate that spreads, licorice that won't budge, cherries and hazelnuts to bring home, and boards shaped like diamonds, hourglasses and rings, where candies slide diagonally around the gaps.

SUGAR BYTE. *The sweetest thing that ever happened to your 6128.*



The REVIVE8BIT screen, while the game loads.

LOADING

From disc

1. Switch on your CPC and wait for the **Ready** prompt.
2. Put the disc in drive A, label side up.
3. Type

RUN" SUGAR

and press **ENTER**.

4. The **REVIVE8BIT** screen appears. Press **SPACE** to go straight on, or wait ten seconds and the game will load by itself.
5. You'll hear "Sugar Byte!" and the main menu appears.

Do not press **ESC** or reset while the drive light is on.

From cassette

1. On a 6128 or a 664, type **|TAPE** and press **ENTER** first. (The **|** is **SHIFT + @**.) A 464 is already set up for tape.
2. Rewind the tape to the start.
3. Hold **CTRL** and press the small **ENTER** key, then press **PLAY** on the cassette deck and any key on the computer.
4. Loading takes about three and a half minutes. Then you'll hear "Sugar Byte!" and the main menu appears. (The cassette has no REVIVE8BIT screen.)

Sugar Byte runs on any CPC with 64K: 464, 664 or 6128. The disc version needs a disc drive. It was tested on the 6128.

THE MAIN MENU



The main menu.

Move the striped pointer with the **arrow keys** or the **joystick**, and choose with **SPACE** or **FIRE**.

PLAY

Start the level shown under it.

LEVEL NN

Enter a **level code** to jump to a level you've reached before (see *Level codes*).

MODE EASY / MEDIUM / HARD

Pick the difficulty: **SPACE** goes round the three (see *Difficulty*).

SOUND ON / OFF

Turn the music on or off.

SCORES

Your best score and stars for every level, for the difficulty you've picked. Twenty levels to a page: ← and → turn the page, **SPACE** or **ESC** goes back.

HOW TO PLAY



Level 17: jelly to clear and two cherries to bring down.

The board is 8 × 8. Move the cursor with the **arrows** or the **joystick** and press **SPACE** / **FIRE** to pick up a candy — it lights up in cyan. Then pick a candy right **next to it** (left, right, above or below) and the two swap places.

- If the swap makes a line of **three or more of the same colour**, across or down, they pop. The candies above fall to fill the gap and new ones drop in from the top. If the falling candies make new lines, those pop too — that's a **chain**, and every link in the

chain multiplies your points.

- If the swap doesn't make a line, the candies swap back and it doesn't cost you a move.
- Pick the same candy again to drop it. Pick one further away and your selection jumps to that one instead.

Every swap that works uses up **one move**. The moves left are shown next to the two arrows in the panel on the right.

Stuck? Wait five seconds without touching anything and two candies will start to wiggle towards each other — that's a move you can make. If there are no moves left on the whole board at all, the board is shuffled for free.

Key	
Arrows / joystick	Move the cursor
SPACE / FIRE	Pick up, swap
M	Music on / off
ESC	Back to the menu

THE PANEL

From top to bottom:

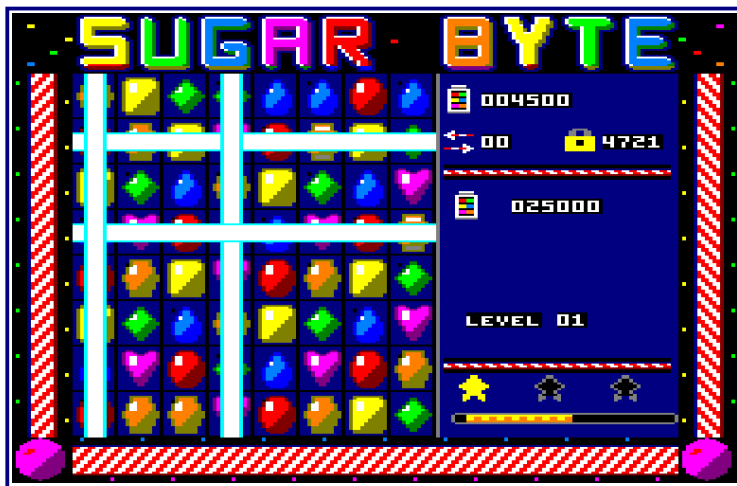
- **The jar** — your score.
- **The arrows** — moves left. **The padlock** — this level's code.
- **The goal** — what you need to do to win the level: points to reach, jelly squares left to clear, ingredients left to bring down.
- **LEVEL NN** — the level you're on, and under it the difficulty: **EASY**, **MEDIUM** or **HARD**.
- **Three stars** and the **progress bar** — they light up as your score passes each star's target.

THE GOALS

Every level has a limited number of moves and one goal:

- **SCORE** — reach the target score.
- **JELLY** — clear every jelly square. Jelly sits **under** the candies; it goes when a candy pops on top of it. Double jelly needs two pops.
- **INGREDIENTS** — bring the cherries and hazelnuts down to the bottom. They don't match and don't pop: clear the candies underneath them and they fall. They leave the board when they reach the bottom row — **or when they sit right on top of a gap**.
- **JELLY + INGREDIENTS** — both at once.

Reach the goal and you win, however many moves you have left. Then comes **Sugar Crush**: every move you didn't use turns a random candy striped, and then everything goes off at once, for points.



Sugar Crush: the moves you didn't need become striped candies.

When the level is won, the stars you earned appear on the board: **one** for winning, **two** and **three** for higher scores. Press **SPACE** to go on to the next level, with its code shown in the panel.

If you run out of moves first, the border flashes. Press **SPACE** to try the same level again, or **ESC** for the menu.

DIFFICULTY

Every level can be played three ways. Choose with **MODE** in the menu before you press **PLAY**:

EASY	All the moves the level was designed with. Start here.
MEDIUM	About four fifths of the moves.
HARD	About two thirds of the moves — every swap has to count.

The board and the goal stay the same, so the same plan works — you just have less room for mistakes. Fewer moves also means fewer points, so the stars are harder to get too, and fewer moves are left over for Sugar Crush. Your best scores and stars are kept separately for each difficulty, and a level code works in all three.

SPECIAL CANDIES

Line up	You get	It does
4 in a row	Striped candy	When it pops, it clears its whole row — or its whole column — with a beam.
An L or a T shape	Wrapped candy	When it pops, it blows up the 3 × 3 square around it.
5 in a row	Colour bomb	Swap it with any candy: every candy of that colour pops.

A special candy appears where you made the move, and it pops when it's part of a line — or when another special candy hits it.

Swap two special candies together for something much bigger:

Swap	Effect
Striped + striped	A whole row and a whole column.
Striped + wrapped	A cross three candies wide.
Wrapped + wrapped	A 5 × 5 explosion.
Bomb + striped	Every candy of that colour turns striped — and they all go off.
Bomb + wrapped	Every candy of that colour turns wrapped — and they all go off.
Bomb + bomb	The whole board.

WHAT'S ON THE BOARD

Jelly	Under the candies. Pop a candy on top to clear one layer.
Icing (1–3 layers)	A block. Each line popped next to it, or a special candy's beam, breaks one layer.
Chocolate	A block that spreads : if you finish a move without breaking any chocolate, it grows onto a candy next to it.
Licorice	A block that breaks the way icing does.
Gaps	Holes in the board. Nothing ever goes there.

Candies can't fall **through** a block or a gap. Instead they **slide diagonally** around it: an empty square that nothing can reach from above takes the candy from the square above-left or above-right. So even the oddest-shaped boards fill up again — and blocks

hold their shape until you break them.



Level 56: a ring of icing, gaps, and jelly all around the edge.

SCORING

	Points
A line of 3	60
A line of 4	120
A line of 5	200
Each candy hit by a special	60
Each layer of jelly	100
Each ingredient brought down	1,000

Everything is multiplied by the chain: the first pop counts once, the pops caused by falling candies count twice, the next ones three times, and so on. A long chain also gets a "Sweet!" — and a really long one, "Delicious!"

LEVEL CODES

Every level has its own four-digit code. It's shown next to the **padlock** in the panel while you play, and when you win a level the panel shows the code for the **next** one. Write them down.

To use a code, choose **LEVEL NN** in the menu and press **SPACE**. The plate turns into **CODE 0000**:

- ← → pick a digit (it flashes),
- ↑ ↓ change it,
- **SPACE** to accept, **ESC** to cancel.

A good code takes you straight to that level. A wrong one makes a sour noise and lets you try again.

The first one's free: level 1 is **4721**.

Best scores and stars are kept for as long as the computer stays on.

HINTS FROM THE KITCHEN

- **Play low.** Moves near the bottom of the board shake up everything above them and set off more chains than moves near the top.
 - **Make special candies before you need them.** A line of four in the right place saves you three moves later.
 - **Bring the ingredients down by their own column.** They only move when the squares right under them are cleared.
 - **Never leave chocolate alone.** Break at least one piece every move, or it takes over.
 - **Keep moves for the end.** Every move you don't use becomes a striped candy during Sugar Crush, and that's where the three stars are.
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CREDITS

Design, code, graphics: VASPER A REVIVE8BIT production · 2026

Written in Z80 assembly with rasm. Graphics drawn in CPCArt. Speech generated on a PC and played back as 4-bit samples through all three channels of the CPC's AY sound chip at the same time.

Sixty levels. Sixteen colours. One sweet tooth.

SUGAR BYTE — Pop it. Swap it. Crush it.

Available on 3" disc and cassette for the Amstrad CPC.